

ABSTRACT OF THE DISCLOSURE

A method for loading computer programs into a portable object memory, in particular a chip card, from one or several transmitting devices EM1, ... EMj, ... EMP, p being a whole number. The computer program is divided into n blocks BLK1, ... BLKi, ... BLKn, n being a whole number greater than 1. Information I(n) representing a number of blocks to be loaded is transmitted to the portable object. The blocks BLK1, ... BLKi, ... BLKn are loaded into the portable object memory, and each block BLKi loaded in the portable object is counted, restarting from the last block during re-loading, to avoid restarting from the beginning.

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